

2 **IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

3 **UTILITY PATENT SPECIFICATION**

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6 TITLE: DICE GAME  
7 \*\*\*\*\*

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15  
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17 **HISTORY**

18 This is a continuation in part of the provisional patents by the same inventor filed as case:  
19 Serial No: 60/003,856 filed September 15, 1995, Serial No.: 08/572,026 filed December 7, 1995  
20 , now US Patent 5,829,748, Serial No.: 60/016,256 filed April 24, 1996, Serial No.: 60/021,073  
21 filed March 27, 1996, Serial No.: 08/831,012 filed March 19, 1997, now US Patent 5,964,463;  
22 continuation in part divisional Serial No.: 09/246,651 filed February 2, 1999 by N.M. Moore, Jr.,  
23 now US Patent 6,213,876, and continuation in part Serial No.: 09/827,647 filed April 6, 2001.

24 This game has been, in part, previously disclosed in patent applications cited above.

25 **BACKGROUND OF INVENTION**

26 The invention relates generally to wagering games utilizing a repetitive number of  
27 determinations in a series to provide a win count and providing a win based on this count.

28 **GENERAL DESCRIPTION OF THE INVENTION**

29 The table 1 has player locations 5 which allow the player to maintain all bets at wager

1 locations 4, for the money bets.

2 It is therefore an object of this invention to provide for a dice game allowing for  
3 continuous play centered around adding accumulated points which does not require a repetitive  
4 roll of a given number for winning or losing the primary wager.

5 It is another object of the game to provide for a dice game allowing for true odds to be  
6 taken prior to the first roll.

7 It is another object of the invention to provide a game having added excitement for all  
8 players by having payout based on statistically remote outcomes.

9 It is a further object of the invention to provide for a dice game having a jackpot payout  
10 based on a predetermined number of points made during a predetermined period of time.

11 These and other objects and advantages of the invention will become better understood  
12 hereinafter from a consideration of the specification with reference to the accompanying  
13 drawings forming part thereof, and in which like numerals correspond to parts throughout the  
14 several views of the invention.

## 15 **BRIEF DESCRIPTION OF THE DRAWINGS**

16 For a further understanding of the nature and objects of the present invention, reference  
17 should be made to the following detailed description taken in conjunction with the accompanying  
18 drawings in which like parts are given like reference numerals and wherein:

19 Figure 1 is a plan view the invention showing the preferred embodiment of the game.

20 Figure 2 is a detail view of a wager location.

21 Figure 3 is an embodiment of the invention shown in Figure 1.

22 Figure 3a is a detail of item 7 in Figure 3.

23 Figure 3b is an alternate detail of item 7 in Figure 3.

Figure 4 is a video layout for practice of the same.

## **DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT**

### **HIGH ROLLER OF THE MONTH**

To practice High Roller of the Month on a traditional craps table the modifications necessary would be to predetermine the number of rolls necessary to win prior to the termination event of a roll (known in the art as “seven out”) and provide a counter and a payout based on dice rolls for qualifiers.

1) An electronic keyboard and a counter 22 in Figure 1 would be added to monitor the number of points or rolls. With each participating shooter, the box man will activate system. If a shooter chooses not to participate, the box man does not activate keyboard. Each time the keyboard is activated, money is added to the jackpot.

This is a jackpot which in the preferred embodiment is paid monthly, but may be paid weekly, yearly, etc. Similarly, several tables or even different casinos may be tied in together to increase the jackpot. In the monthly embodiment, the jackpot begins the first minute of the first day and ends on the last minute of the last day of each month.

To participate,

- 1) The shooter pays one dollar, which is added to jackpot.
- 2) If shooter chooses not to participate, keyboard does not activate the counter.
- 3) The qualifying score must be recorded in shooter’s name.
- 4) Multiple crap tables within each casino can be tied together with one mutual jackpot.
- 5) No matter when a shooter qualifies, they participate in all monies accumulated during month.

1           6)     A qualifying event may be necessary to qualify as a winner:

2           At a four the money table, a shooter may have to hit a certain number of cycles in the  
3 preferred embodiment. In the preferred embodiment, the shooter must make forty points on a  
4 traditional craps table to qualify.

5           An alternative would be to have the qualifiers roll a certain total tally over the course of  
6 a standard craps roll. For example, rolling a six, an eight, a six, a seven, a five and a seven would  
7 yield a total tally of either 32 or 39 depending on whether the last seven were counted or not. A  
8 tally of 300 points is set in the preferred embodiment. A jackpot similar to the Forty O'Lordy  
9 jackpot in amount, based on the odds of reaching this number would be paid upon reaching this  
10 tally.

11          7) All qualifying shooters are winners.

12          8) Names and score of all qualifying participants may posted with casino.

13          9) The leader's name and score may be individualized.

14          10) If no shooters qualify, jackpot may be rolled over to the next month.

15          11) A person's name and score can be registered only once. If a shooter exceeds their  
16 previous qualifying score, only the highest qualifying score is valid.

17          12) In one embodiment 100% of all money accumulated goes into the jackpot. In another  
18 embodiment, a percentage of this payment goes to fund the Forty O'Lordy wager.

19          13) Each month's contest begins at 12:01 on the first day of each month and ends at  
20 midnight on the last day of each month.

21          An alternative embodiment would provide that any people at the table could wager on any  
22 Shooter's roll. The jackpot would then be split between the players who wagered on the  
23 particular Shooter's roll. This would function in the same way as the shooter's wager but would

1 allow other players to participate in a high roller's shot at a jackpot. This would encourage  
2 friends to wager on another friend's high roller wager.

3 There could be a playoff or roll off for all rollers who scored 40 or more rolls and decided  
4 to participate in the playoff for the jackpot.

5 In another embodiment, there would be pay outs to all qualifier or at least the top three.  
6 One method of this division would be:

7 30% bonus to 1st place winner

8 20% bonus to 2nd place winner

9 10% bonus to 3rd place winner

10 The balance of money could be equally divided between all qualifying shooters, including  
11 the first, second and third place winners.

12 In order to compensate casinos for cost of operation, it might be determined a certain  
13 percentage of jackpot money might go toward that cost.

14 This is discussed in more detail below.

15 There are 36 different combinations that can be rolled with two six-sided dice. The  
16 average number of points that appear in each roll is seven. This is determined by dividing the 252  
17 total points that appear by the 36 different combinations.

18 In order for any gaming device to be deemed practical, a house advantage is required. It  
19 is built into this game by stipulating if the total number of points rolled in a predetermined  
20 number of rolls, add up to a preselected number, all wagers lose. As seven is the average number  
21 of points that appear in each roll, it is multiplied by the number of rolls required in determining  
22 a decision to arrive at that pre-selected number.

23 Before the first of the required number of rolls is made that determines a decision,

1 participants have the option of wagering on either high or low craps. The following is based on  
2 a decision rendered each four rolls of the dice. When multiplying the seven points per roll  
3 average by the four rolls that determine a decision, becomes the number used to divide high from  
4 low craps.

#### 5 **Accumulated Points**

6 Accumulated points are shown at the accumulated display 23. This feature is designed  
7 to add the numbers rolled on both dice for each of the four rolls required to constitute a decision.  
8 After each four roll decision is totaled the function of this feature is terminated.

#### 9 **Consecutive Accumulated Points**

10 This feature is designed to track the points accumulated with every consecutive win of a  
11 high or low craps wager. Consecutive win location 24 displays this amount. Once a participant  
12 does lose their high or low craps wager it terminates the count. To win this feature a participant  
13 must acquire a pre-determined number of points. These points are accumulated with consecutive  
14 wins of a high or low craps wager. This feature will zero out the count with a loss of a high or  
15 low craps wager.

16 There are two termination events. The first is a set termination event which terminates  
17 each play by a single roller and is based a specific (four) number of dice rolls. The second is an  
18 accumulated termination event which terminates a players series of rolls which occurs when the  
19 player has bet that the total value of the dice rolls is within a first range and the value then falls  
20 within a second, different range. Examples of these ranges are, odd numbers, even numbers,  
21 above 28, below 28 or equal to 28. The preferred embodiment of this game, set forth above uses  
22 above 28 and below 28 as termination events.

23 To qualify as a shooter, a participant must place a wager on high or low craps. The

1 winning or losing of this preferred embodiment is determined by totaling the number of points  
2 that appear in a predetermined number of rolls. The minimum number of points required to win  
3 a high or low craps wager is determined by multiplying the seven average number of points that  
4 appear with each roll by the predetermined number of rolls.

5 To win a high craps wager, a shooter must exceed this average whereas to win a low craps  
6 wager, the total number of points accumulated must be less than that average number. A house  
7 advantage is built in this preferred embodiment by declaring both high and low craps wagers lose  
8 if the total points accumulated add up to the exact mathematical average.

9 An example of this, is requiring four rolls of the dice to determine a decision. When  
10 multiplying the seven average number of points that appear with each roll by the required four  
11 rolls, 28 points is the average number of points that appear with four rolls. A house advantage  
12 is built in by declaring both high and low craps wagers lose if the total number of points that  
13 appear with four rolls of the dice total exactly 28 points. Winning wagers on this preferred  
14 embodiment pay even money and determine if a participant continues on as the shooter. Wagers  
15 on this preferred embodiment are also the criteria that qualifies a bettor to wager on either the odd  
16 or even embodiment prior to any roll of the dice.

17 The random number generator in the above example is a set of dice. This game in an  
18 alternate embodiment uses cards to generate numbers, even though two cards need not be added  
19 to get the second number. In cards, a set of at least three cards (e.g. 2,3,2) could be added to get  
20 the result (here 7) to give a jackpot. In this example three aces could be the lowest three card  
21 hand and three tens might be the highest hand.

## 22 **VIDEO FUNCTIONS**

23 Figure 3 shows how a video machine 2 has a screen 6 which displays the game play and

game play location 7 as shown in Figure 3a. Number of wins display 14 shows the net win (the total of wins) deal displays 20 capable of adding the number of points that appear with each of the allotted rolls (here 8).

3) Cumulative win display 16 shows the total number of points that appear prior to the termination event.

Single player versions can offer a jackpot payoff when a predetermined number of points are accumulated with consecutive wins. Each multiple player game can offer a progressive jackpot based on its percentage of play. An example of a single player jackpot pay off would be when the player accumulated 300 points for a pre-determined payoff. An example of a multiple player progressive jackpot would be when the player accumulated 500 points and would then win that table's progressive jackpot. Another option would allow a tie to cancel out the accumulated points on the jackpot feature, another option would not.

### **High Roller of the Month**

This feature is designed to offer two different payoffs. A bettor may obtain a large immediate payoff while qualifying the shooter as a high roller of the month jackpot winner. All qualifying shooters could share a monthly progressive jackpot.

Each monthly contest preferably begins on the first minute of the first day of each day of each month and ends on the last minute of the last day of each month. The winning or losing of this feature is based solely on adding the actual numbers rolled during each participating shooter's turn. Both the immediate and jackpot payoff are determined by adding the actual numbers that appear on two six-sided dice prior to seven out.

To win, a shooter must accumulate 300 points or more. When a shooter does seven out, those seven points are not added to the total. The shooter does not have to bet this feature in



1 order to qualify.

2 To qualify a shooter as a High Roller of the Month winner, a total of \$5.00 or more must  
3 be bet on this feature. It makes no difference if the shooter bets it or not, as long as the total bets  
4 equal or exceed the \$5.00 required to qualify. Additional money is added to the jackpot with each  
5 participating shooter.

6 This could also be done with net or gross winning hands on a card 3 during the time  
7 period in question.

### 8 **Jackpot Payoff**

9 In one example, the payoff could be:

10 1st place receives 20%

11 2nd place receives 15%

12 3rd place receives 10%

13 4th place receives 5%

14 The remaining 50% could be divided equally between all qualifiers, including 1st, 2nd,  
15 3rd, and 4th place winners or could be distributed in some other fashion, such as to the largest  
16 dollar winner where dollars (real or pretend) were traded.

17 The jackpot payoff feature is adaptable with this invention as a table game, a video (slot  
18 or computer) game, or it can be an added feature with the rules of play of conventional craps. To  
19 win, a shooter must accumulate a predetermined number of points based on the rules of play of  
20 each different type of game.

21 This invention is designed to offer a large immediate payoff to all bettors and/or qualify  
22 the shooter as a High Roller of the Month jackpot winner. All qualifying shooters will be  
23 eligible to share in this monthly progressive jackpot.

1           Each monthly contest begins on the first minute of the first day of each month and ends  
2           on the last minute of the last day of each month. The winning or losing of this feature is based  
3           solely on adding the actual numbers rolled during each participating shooter's turn. Both the  
4           immediate and High Roller of the Month payoffs are determined by adding the actual numbers  
5           that appear on two six-sided dice bearing numbers 1 through 6. The requirements may vary with  
6           different versions of this invention and will be determined by each version's rules of play.

### 7           **VIDEO (SLOT) GAME**

8           A video (slot or computer internet) version of this invention is envisioned displaying four  
9           different rolls of two six-sided dice bearing numbers 1 through 6. Those four rolls will constitute  
10          a decision on a craps wager, which are the preferred embodiments of this invention. The number  
11          of points rolled with each different roll will be electronically totaled and determine the winning  
12          or losing of a craps wager.

13          A jackpot based on a predetermined number of points being accumulated or a total  
14          number of wins will be established with a target number that can be reached with consecutive  
15          craps wins. A special screen will add and display the number of consecutive accumulated points  
16          or wins.

### 17          **DISPLAY AND MONITORING**

18          During the play of a manually controlled dice game, tracing the number of points  
19          necessary to win can best be done by the use of electronic methods. The device is preferably a  
20          central CPU 21 used must have the ability to add the accumulated points as well as display the  
21          total count of each participating shooter at each game (26 and 30) as shown in Figure 2. To  
22          register the number of points accumulated with each deal (or roll), there is software which tracks  
23          results from the games which the game preferably totals with internal counters or by the CPU 21

1 for internet plug where the games 2b-2p represent individual computers playing on the CPU 21  
2 over the internet or other WAN or LAN.

3 This device will also have the ability to add additional money to a progressive type  
4 jackpot that is based on a predetermined time period. When this jackpot feature is made a part  
5 of a conventional played dice game and a seven out is rolled, those seven points will not be added  
6 to the total count.

## 7 **METHOD OF GENERATING RANDOM PAY OUTS**

8 A randomizing method for Casino Video and Slot Games is taught.

9 The first randomizing method is broad and involves the use of at least one, but usually two  
10 sets of dice means (random number generators) in a game with rules to generate a random payout  
11 for a video game. The display may include at least three (3) rolls of two (2) dice of these displays  
12 as shown in Figure 3a. This specific game while similar to the table top version has important  
13 differences.

14 The technology may be shown by exemplary disclosure set forth below.

15 A display 6 for this method of playing a betting game using multiple random number  
16 generation having a set event which terminates the multiple number generation comprises the  
17 steps of:

- 18 a) providing at least three columns (here 8 in Figure 3a) for viewing results;
- 19 b) displaying at least two random numbers, being a first and second random number,  
20 generated in each of the at least three columns;
- 21 c) providing a payout based on the combination of the total of the two random numbers  
22 displayed in each of the at least three columns;
- 23 d) providing a payout based on the comparison of each of the columns to the adjoining

1 column;

2 e) providing a payout based on the comparison of each of the first random numbers to the  
3 corresponding first random numbers generated in the adjoining column;

4 f) providing a payout based on the comparison of each of the second random numbers  
5 to the corresponding second random numbers generated in the adjoining column.

6 In addition to these specific functional formats, a method of generating a randomized  
7 result in a video or slot machine type game is disclosed. First, a game with rules must be devised  
8 which has a set termination event. The best examples are a set number of rolls (4 in the high low  
9 craps embodiment set forth above) or upon reaching at least one target number (such as the  
10 generation of a seven in the example for four the money) which presets the maximum number  
11 of runs with a payout possible on at least one of the multiple number of runs. The game may  
12 have a specific number of runs, with a payout possible for each roll (such as 40 rolls where the  
13 player must win at least a minimum number from a maximum) or may have the number of runs  
14 limited only by statistics.

15 In one embodiment, this result generated would be defined by the following steps:

16 a) choosing a minimum number;

17 b) choosing a maximum number;

18 c) choosing at least one termination event in the preferred embodiment generating at least  
19 one target number between the predetermined minimum and the predetermined maximum;

20 d) choosing at least one consecutive number;

21 e) generating at least one random number in response to the application of credit to the  
22 game between the predetermined minimum and the predetermined maximum;

23 f) repeating step (e) and maintaining a count on the number of repetitions of the

1 recurrence of at least one count number, other than the target number, between the predetermined  
2 minimum and predetermined maximum until the at least one consecutive number comprising a  
3 predetermined number of consecutive recurrence of at least one count number between the  
4 predetermined minimum and predetermined maximum other than the target number is reached  
5 or the at least one target number is generated.

6 In this way, a payout may be established when the number of repetitions reaches a first  
7 preset maximum number. Similarly, the number of repetitions may automatically terminate when  
8 the first preset maximum number is reached or when a second preset number is reached.

9 In the preferred embodiment, individual wagers are possible. These may be automated  
10 in response to a token or credit being deposited or may be through the selection (as by touching  
11 a touch screen position, moving a mouse or other pointer to a specific location and selecting the  
12 location, keyboard input, etc) of a specific wager. This step may be described as:

13 (g) placing an odds wager on an odds bet number between the minimum number and the  
14 maximum number on the probability that the odds bet number will be generated prior to the at  
15 least one target number being generated.

16 Utilizing this method of wagering in the foreground or the background a video game or  
17 payout on a slot machine may be calculated.

18 To perform this calculation of a payout, the following steps would need to be added:

19 (h) Calculating the payout on the odds wagers with or without an additional payout on the  
20 probability of a consecutive series of rolls being made prior to the target number being generated;

21 (I) Giving a credit equal to the payout calculated in step (g);

22 (j) repeating the steps a-I until the preset maximum is reached for terminating the game  
23 or until the target number is reached.

1           The technology submitted may be run in the foreground as a screen game or in the  
2 background as a means of generating a randomized result and randomized payout. If run in the  
3 foreground, a single roll or all of the rolls may be displayed with or without the payout associated  
4 with each roll and information on how that payout was generated.

5           This means that the game may use a single coin to generate a result or may be used to  
6 have individualized wagers made on the table.

7           To further explain, the following examples are illustrative.

8           The player plays one or more credits. Credits may be in the form of tokens or coins  
9 applied or electronically maintained numeric credits.

10          For each credit (or set of credits) an entire game is run in the background until either of  
11 two results occurs:

- 12           (1)     the target number is reached or
- 13           (2)     a predetermined number of consecutive recurrence of at least one count number  
14 between the predetermined minimum and predetermined maximum other than the target number  
15 is generated; or
- 16           (3)     a set number of total plays is made.

17          At this time, a payout is made to the player. For example, using a randomizer to generate  
18 results for two six sided dice, numbered 1-6 sequentially, and a target number of 7, a payout of  
19 one credit could be made if 4 consecutive numbers were generated prior to the generation of a 7.  
20 This amount would be doubled if two sets of 4 consecutive numbers were generated prior to the  
21 generation of a seven, tripled for 3 consecutive sets of 4 numbers, etc, up to a predetermined  
22 maximum.

23          If the technology set forth in step g of claim 3 above were utilized, then the credits

1 applied to the game could be split (1) automatically or (2) by election of the player of the game  
2 to place certain wagers on 'odds' bets. Preferably, the payout on these wagers would be "true  
3 odds".

4 Examples of this automated technology using the dice example set forth above would be:

5 1) the credit could be divided between odds wagers.

6 Examples:

7 (a) one credit could be played

8 (b) the game would internally divide the credit played between the odds bets

9 (c) (i) with or (ii) without a portion of the credit being applied to the odds of a consecutive  
10 number of counts being generated before the target number is generated.

11 (d) the split between odds could be split equally or unequally between selected odds bets  
12 [e.g. 1/5 credit on the consecutive count bet set forth in (C), and 2 times on 6 & 2 times on 8-  
13 equal to double odds) or could be equally or unequally split between all of the odds (e.g. no  
14 credit on the consecutive count wager and 1/10th on the 6& 1/5th on the 8, 2 times on the 4,  
15 1/10th on the 10 and 1/5th on the 9.]

16 (e) Similarly, this split between odds could be randomized so that a percentage of the  
17 credit was randomly assigned between the different odds wagers.

18 2) the number of odds wagers could increase with the number of credits played.

19 For example, the first credit could go to the wager that a predetermined number of  
20 consecutive recurrence of at least one count number between the predetermined minimum and  
21 predetermined maximum other than the target number is reached (four using the two six sided  
22 dice); the next credit might put an odds wager on the six, the next a second odds wager on the six  
23 or a separate wager on the 8, etc.) This division could be (1) randomly assigned or (2) be

1 assigned by direction of the player or (3) could be assigned by pre-programmed directions.

2 3) the numbers of sides of dice used could be increased or decreased depending on the number  
3 of credits played;

4 This very complex arrangement would vary the odds and payout by changing the numbers  
5 of sides of the dice used depending on the amount of credit paid.

6 As can be seen by reference to Figure 2, machines 25-30 can be tied together for a  
7 common jackpot tracked by a local or remote CPU 21b as used on the gross number of wins of  
8 a single player whose play can be tracked on a card in a slot 10, a second slot for other cards can  
9 be used for other purposes is second slot 10a, in each tube, video or slot machine 25-30 in a  
10 gaming area 31.

11 The number of consecutive rolls could be increased or decreased depending on the number  
12 of credits played.

13 For example, the first credit could give up to 10 rolls, the second credit up to 20 rolls, etc.

14 Obviously, any combination of the variations set forth above in items 1-5 and their  
15 subparts could be used.

16 In this way, roller's entire roll run (a number of consecutive rolls before rolling a target  
17 number, such as a '7') in the background with odds placed on all or some of the numbers would  
18 generate a highly randomized payout. The dice may be from 1 to an infinite number and the  
19 number of sides of each dice may be likewise changed.

20 It should be noted that all number generation in a video format would take place on a  
21 computer platform. Only the payout need be shown, although each consecutive roll, odds played,  
22 payout on each roll, etc. could also be shown to enhance player participation.

23 In another embodiment, the player would place each bet individually. Since this requires



1 a template for the player to make the wagers, Figure 3 is provided to show an example of the  
2 template which could be used.

3 In this embodiment, the player would put money into a money slot 32 provided in a slot  
4 machine and generated credits would appear in the credit amount display 18. The player could  
5 have these credits returned to the player by pressing the cashout location 33, here shown as a key  
6 35 on keyboard 36. This would allow the player to 'cash out'. To make a wager the player would  
7 touch the wager amount key 37. A number would appear from 1 to a predetermined maximum  
8 at the wager display 17. Each time the player touched key 37 the number at display 17 would  
9 increase. When the number in the wager amount display 17 satisfied the player, the player would  
10 touch the play key 38 or the alternate wager keys 34 to place a wager in the preset amount on  
11 alternate wager locations as provided in craps and other multi wager games. The credit number  
12 would be reduced by the amount of the wager and the wager number would appear at the wager  
13 display 17. The wager could be removed and added back to the credit location in most computer  
14 applications. This allows the player to vary his play greatly during the game, while not affecting  
15 the total win or cumulative win shown at display 16.

16 When the player had placed all wagers desired, the roll could be selected to generate a  
17 result and a payout or forfeiture of wagers would occur depending on the results.

18 Examples of the games possible are shown in the following examples. These could be  
19 used if the game was played by the player as shown in Figure 3 and 5 or was run in the  
20 background with automated wagering with wagers of present or randomly selected amounts.

21 Although this shows 4 rolls, a counter could show three (3) rolls or as many rolls as  
22 desired.

23 One concept embodied here in is the display with a multiple but preferably four randomly

1 generated dice rolls in a row. In the preferred embodiment these rolls appear as shown in Figure  
2 3a. The top and bottom cards together equal a single roll. Likewise, the total may be displayed  
3 with the total of both dice in a single row as shown in Figure 7 or replacing the dice with the  
4 numeric result of their additions or with a card display (here five cards according to the rules of  
5 poker, but cards with a blackjack or other card game would be substituted.

6 Video play is initiated with the deposit of money or credit followed by the actuation of  
7 the random number generator. All of the results would be altered in favor of the player in the  
8 event that multiple coins were used consistent with current technology. If a single wager for  
9 multiple plays was used, in divided credits could be non-monetary or could be used to increase  
10 the payout based on multiple wins within the given range of play.

11 The game may be described as:

- 12 a) selecting a target;
- 13 b) generating at least two random numbers in response to the application of a credit to  
14 the game;
- 15 c) Displaying each of the at least two random numbers;
- 16 d) providing a credit if the two random numbers occur prior to the target occurring;
- 17 or
- 18 d) providing a credit if the target occurs during the display of the at least two random  
19 numbers.

20 This game could be continuously repeated in exchange for a single coin until a next step,  
21 the occurrence of the target number or in traditional craps the crapping out of a player.

22 A dice type game generated by action of a micro-processor according to a set of rules  
23 which provides for termination (such as the rules for craps or "FOUR THE MONEY") would be

1 played out for at least one roller's entire turn and the payout made to the player based on the  
2 results of that player's roll where the roll is defined by several different throws of the dice. For  
3 example, a craps format roll would be to make a payout until the player made a point and then  
4 rolled a seven before making that point. In a "FOUR THE MONEY" format, the roll would be  
5 defined in terms of all rolls of the dice prior to the occurrence of a seven.

6 The game so defined might be further refined by providing that additional bets be made  
7 automatically as the game is played. For example, a dollar bet might only make a come out bet  
8 plus odds, but as additional wagers were won, additional bets might automatically be placed.

9 The displays possible include: 1) a single display of a single roll of the dice ; 2) a list of  
10 multiple rolls scrolled down the screen; 3) a changing payout based on rolls shown in groups or  
11 individually on the screen as each group is made.

12 Multiple machines may be tied into one High Roller of the Month Jackpot. This is to be  
13 distinguished from a multi user game where many players wager on a single player's roll.

14 The technology submitted may be run in the foreground as a screen game or in the  
15 background as a means of generating a randomized result and randomized payout. If run in the  
16 foreground, a single roll or all of the rolls may be displayed with or without the payout associated  
17 with each roll and information on how that payout was generated.

18 This means that the game may use a single coin to generate a result or may be used to  
19 have individualized wagers in the same way wagers are made on the Four the Money table.

20 The player plays one or more credits. Credits may be in the form of tokens or coins  
21 applied or electronically maintained numeric credits.

22 For each credit (or set of credits) an entire game is run in the background until either of two  
23 results occurs:

- (1) the target number is reached or
- (2) a predetermined number repetitions occurs or
- (3) another termination event occurs.

At this time, a payout is made to the player. For example, using a randomizer to generate results for two six sided dice, numbered sequentially, and a target number of 7, a payout of one credit could be made if 4 consecutive numbers were generated prior to the generation of a 7. This amount would be doubled if two sets of 4 consecutive numbers were generated prior to the generation of a seven, tripled for 3 consecutive sets of 4 numbers, etc, up to a predetermined maximum.

If the technology set forth in step g of claim 3 above were utilized, then the credits applied to the game could be split (1) automatically or (2) by election of the player of the game to place certain wagers on 'odds' bets. Preferably, the payout on these wagers would be 'true odds'.

Examples of this automated technology using the dice example set forth above would be:

- 1) the credit could be divided between odds wagers.

Examples:

- (A) one credit could be played

- (B) the game would internally divide the credit played between the odds bets

- (C) (i) with or (ii) without a portion of the credit being applied to the odds of a consecutive number of counts being generated before the target number is generated.

- (D) the split between odds could be split equally or unequally between selected odds bets (e.g. 1/5 credit on the consecutive count bet), and 2/5th on 6 & 2/5th on 8- equal double odds) or could be equally or unequally split between all of the odds (e.g. no credit on the consecutive

1 count wager and 1/10th on the 6& 1/5th on the 8, 2/5th on the 4, 1/10th on the 10 and 1/5th on  
2 the 9).

3 (F) Similarly, this split between odds could be randomized so that a percentage of the  
4 credit was randomly assigned between the different odds wagers.

5 The number of odds wagers could increase with the number of credits played.

6 For example, the first credit could go to the wager that a predetermined number of  
7 consecutive recurrence of at least one count number between the predetermined minimum and  
8 predetermined maximum other than the target number is reached (four using the two six sided  
9 dice); the next credit might put an odds wager on the six, the next a second odds wager on the six  
10 or a separate wager on the 8, etc.) This division could be (1) randomly assigned or (2) be  
11 assigned by direction of the player or (3) could be assigned by pre-programmed directions.

## 12 **MULTI-WIN GAME**

13 The preferred embodiment is viewable by reference to Figure 1 is played where a  
14 customer pays a multi-win wager amount in a slot 10 for the right to play one or more slot  
15 machines or table games a number of times. The player may make the wager through the  
16 purchase of a card 3 or by getting a coded credit in software. For this payment the customer may  
17 (1) receive credits (match play, actual monetary credits, non-monetary) allowing wagers to be  
18 made or (2) the player may only have a set number of plays without any wager or (3) the player  
19 may receive a set number of plays but be allowed to make independent wagers separately.

20 In the preferred embodiment, the customer must play all these credits or the entire number  
21 of plays to get a result. The machine or a table counter tallies wins and losses.

22 In a computer (internet) tracking system, the player with a log in name may come and go  
23 and maintain tracking by associating the pre-purchased plays with his user name. In a live

1 environment, as with a real casino, the player may have his play wager associated with a card (or  
2 otherwise) which counts the plays until all of the credits or plays are counted.

3 In the preferred embodiment, with a credit tracker, during the play the machine or tracking  
4 device must be able to go negative as well as positive. By way of example, if it is a three coin  
5 \$1.00 machine and the player plays three coins and doesn't win, the machine has to register a  
6 negative 3. If the player won ten coins, the machine would have to register a positive 7. This  
7 would be 10 coins won minus 3 coins played equal to a plus seven (+7). This could be displayed  
8 at a cumulative win display 16. One unique part of the idea is the ability of the machine to go  
9 negative and keep track of the net cumulative score. The credits remaining to the player and size  
10 of the wager may be shown at a wager amount display 17 and credit amount display 18  
11 respectively.

12 If only the net number of wins are tracked, the amount won would be irrelevant and only  
13 a win or loss would be tracked for purposes of the win wager. Separately, the credits won could  
14 be tracked for payouts to the player, but for purposes of the win wager, only the number of wins  
15 would matter.

16 While all wins or a net total won would preferably be counted, in other versions, wins in  
17 a row would be counted. In such as case, three wins in a row, one time, during 50 pays might win  
18 one credit and four wins in a row six credits. If there were separate multiple wins in a row, these  
19 could be added or treated statistically as multiples in order to increase the payouts. For example  
20 a three in a row win (50-50 odds) followed by a string of loses then another three in a row (50-50  
21 odds) might be a double payout. A third win could be 2 times the doubled payout.

22 Such a consecutive win wager would have the advantage of keeping the card in play even  
23 near the end since the total number of wins might not be enough to generate a payout (for

1 example, if 25 out of 50 were required the player out of the game once 26 losses were achieved)  
2 and if a 3 in a row was enough alone or with other consecutive wins to generate a payout, even  
3 though only three plays were left, the player would still be in contention. There could also be  
4 some sort of payout or credit associated with the result of the last hand to keep the card in play  
5 for the total number of plays. One way of doing this would be to have the last hand (pull, etc),  
6 if a winning hand or spin, generate a last hand jackpot wheel spin which would result in a payout  
7 of various sizes, at least one of which being sufficient to justify continued play till this hand was  
8 played. To maintain excitement, if this was the second in a row or the third win in a row or the  
9 fourth win in a row, the payout could be, respectively doubled, trippled or quadrupled.  
10 Alternatively, if a consecutive win, the number of combinations which could allow the card to  
11 win on the last hand jackpot wheel spin could be increased two times, three times, etc, based on  
12 the number of consecutive wins preceding the last hand.

13 The player could win on a card 3 even if the machine or table wagers shown at the wage  
14 amount display 17 lost. The card win amount would be based on a number of wins or number  
15 of consecutive wins within a preset number of plays.

16 This may be done with a card 3 where the player would purchase a card 3. The card 3  
17 would be utilized on one or more machines or tables by insertion into a slot 10. The card would  
18 have a set statistical payout. A set amount could be a required minimum wager, such as a \$5.00  
19 opening bet, although this is not necessary. Indeed, one purpose of the card is to allow the player  
20 to play for money without having a wager based on any single hand.

21 If used with an existing wager, the number of plays could depend on the alteration of the  
22 statistical odds of the game. After all of the plays were used, any value attributed to the card  
23 would be credited to the user in whole or in part. For example, if a minimum of 50 plays was

1 required and the net win was 10 credits, the player might be awarded 10 credits or might be  
2 awarded a lesser number of credits (such as 5) or a greater number of credits, such as 500.

3 The card would be tied in with a computer which would be able to track loses as well as  
4 wins. In this embodiment, the card could be used for several purposes: (1) to offset the statistical  
5 odds within the machine, (2) to track the wins and losses of the player for tax and other purposes,  
6 (3) to provide for promotional benefits that could follow the card and be used at several locations  
7 as opposed to a player card with a single location and / or (4) to guarantee the player a set number  
8 of plays regardless of whether he wins or loses with a cash payout possible if a certain number  
9 of wins or consecutive wins or group of consecutive wins occurs during the preset number of  
10 plays allowed by the card.

11 The invention in an alternative embodiment shown in Figure 1 comprises a gaming table  
12 1 on which a game of chance is played.

13 Before each player is a counter 22 which increases in number every time a hand is won  
14 or which reflects the consecutive wins, ties and losses. "Hand" is liberally used here to refer to  
15 a determining event. It may be a slot spin, dice roll or hand of cards.

16 The player may make a wager on the number of wins in a row on his hand at a wager  
17 location 40r in an alternate embodiment on any other player's hand or on all hands at the table.

18 The player may make a wager on a specific number of wins in a series (3 of 4, for  
19 example). Play may be on every hand when used on the internet. However, with a card in a  
20 casino or where the player is on the internet, the player may use the card on different hands at the  
21 election of the user so that the player can chose on which hands he wants to play the card.

22 The counter 22 may allow the player to wager that the number of points will be either over  
23 a certain number, under a certain number or between two certain numbers during a given number



1 of hands or rolls.

2 The game may be described as a betting game wherein the player wagers that he will get  
3 either (1) a certain number of wins in a row or (2) a certain number of points based on numbers  
4 assigned to the cards or to the dice prior to losing or (3) a set number of wins out of a set number  
5 of plays. This allows a player to wager that he will win a certain number of hands or certain  
6 points in play which are pre-purchased.

7 There are several methods of playing this wager. The best is to allow the player to make  
8 this wager electronically in advance of a set number of plays so that a computer, one or more  
9 video machines or electronically tracked slot machines or table games automatically tracks the  
10 wager and net count of wins or losses or the number of wins.

11 The wager may be (1) a certain number of wins in a row (2) a certain number of wins in  
12 a certain number of plays or (3) a certain number of wins in a given time (this last wager is  
13 difficult because it requires consecutive plays for speed). One problem with the second two  
14 wagers is that it requires that the player remain and play or forfeit the wager.

15 One way to avoid this, is to allow the player to make or bet on multiple wagers at once.  
16 For example there could be multiple black jack hands wagered at one time. At a table, the player  
17 could wager on all of the hands dealt at the table at one time.

18 A counting of wins (1-4 for example, or 3 of 5 for a number of wins within a number of  
19 tries) is shown for each occurrence of the wager made. The accumulated value (cumulative win  
20 display 10 or accumulated display 23) of the card, in dollars. The card could go up and down in  
21 value so the user might want to cash out when the card is at one value rather than let it go  
22 negative and lose value.

23 The player in this case may have wins of different sizes and the wins are recorded as they

1 occur as indicated at the win display 19. Here the pay outs are totaled at accumulated display  
2 23 until the player cashes out. Ties may also be the subject of the wager since the display may  
3 show wins, losses and ties in alternate embodiments. Even if the primary wager is forfeited, the  
4 amounts to the point where play is discontinued may be paid.

5 An alternative approach would be to allow a player to wager all the players (in Figure 1  
6 up to 8, but it could be more) will win against a single dealer. This version would be limited by  
7 the number of hands a single player wagered at one time and by the number of players playing  
8 at one time. The payout (true odds) of winning could be paid, such as 3 to 1 for 2 players; 7 to  
9 1; 15 to 1 for 4 players; 31 to 1 for 5 players or 53 to 1 for 6 players. Here the more players in a  
10 given hand, the more to be won.

11 A tracking location win display 16 in front of each player allows wins to be counted.  
12 Losses may also be shown the same way. These may be displayed in the display 16 of a video  
13 screen 6 as shown in Figure 3 where the player watches the game being played on a computer  
14 and at the internet or at a counter 22 on the table which may mimic the screen 6.

15 In one embodiment, each player makes a certain number of bets at one time, (at least 3  
16 typically) but it may be any number. Wager location 4 is where the player wagers he will win the  
17 next four wagers (or a certain number of wagers out of a total number, such as 3 of 4 or 25 of 50,  
18 etc.). The payout may be varied by the player electing how many out of a total need to be paid  
19 at the time the card is purchased. Alternatively, the payout may be varied automatically by the  
20 number of wins so that the player plays no roll in determining the net payout.

21 In the all win version if a single wager were lost, the player would lose his win wager at  
22 location 4. In other embodiments, the number of wins could vary the amount won.

23 While wins are counted here, the house could also count specific events (face cards,

1 doubles, etc.).

2 In another version of the game, a particular wager, such as a blackjack, within a certain  
3 number of hands or if a blackjack appears anywhere o the table after a certain number of hands,  
4 there is a jackpot but if it is the player's hand, the jackpot may be even larger and multiple  
5 blackjacks could increase the size of the wager.

6 This game could also be played with poker where a certain poker hand or one or more  
7 poker hands was the source of the jackpot with a card machine either keeping track of the number  
8 of hands and the count of wins.

9 The invention may therefore be described in one embodiment as a game wherein a player  
10 pays a set amount of money for a set number of plays. There need not be any payment for each  
11 play, but if a sufficient amount is won either in the number of times played or the amount won  
12 over the series of plays paid for, then the player would be paid and might be paid at different rates  
13 depending on the amount won in a range or the number of wins in a range.

14 By way of example, in a casino, there could be a slot machine which was a single stand  
15 alone machine. The player could play an amount of money which in this case for purposes of the  
16 example, would be \$100. In exchange for the \$100, the player would get 50 plays. (The exact  
17 number of plays could vary infinitely upward or downward.)

18 Each time the player played a certain amount would be won. There would be no need to  
19 track the losses because the player has paid for a preset number of plays in this case 50.

20 If at the end of the 100 plays, the player has won 10,000 points (or \$10,000), the player  
21 would be paid \$10,000. Alternatively, if the player had won 50 of 100 plays he could be paid the  
22 \$10,000.00.

23 If the player had won 5,000 points (or \$5,000), the player would be paid \$5,000 (or \$500

1 or whatever amount was the statistical amount). Similarly, alternatively if the player won 30 of  
2 100 plays he might win the \$5,000.00 (or \$500.00 or whatever amount was statistically  
3 determined as correct by the designer of the game). The win amount would be a combination of  
4 the amount wagered, the number of plays, the statistical probability of winning, etc.

5 In the examples shown in Figure 2, the player could buy a card which would allow him  
6 a certain number of pulls on multiple machines 25-30 connected to a common CPU 21 so he  
7 could go from machine to machine in a single casino or in a group of casinos or on the internet,  
8 and each machine which works in conjunction with the card. The amount won on those  
9 cooperating machines would be tracked in a centralized computer database in CPU 21.

10 While slot machines are preferred in this example, table games would work.

11 This would allow the player to purchase the card for a set amount of money and to use the  
12 card whenever he desired up to the predetermined number of times (in the preferred embodiment  
13 100 turns).

14 Thereafter, subject to the specific count (points or wins), the player would be paid a  
15 jackpot depending on the amount (or number of wins) that was won.

16 Alternately, the player could be paid the jackpots if he won more (or more times) in a  
17 given period of time (such as the current month) than any other player with a pre-purchased card  
18 would have won winning more times, as opposed to more money could allow a non-jackpot  
19 player to win.

20 In this embodiment where there are multiple machines which are tied in together, there  
21 would have to be a database manager which would track the information from the card which  
22 would be routed from each of the machines to a central source. (A player's information is already  
23 tracked on the machines including data on wagers made.)

1 Different machines have different payouts and this could be taken into account in  
2 determining the payouts of the card, although in the preferred embodiment, particularly where  
3 only one person was winning based on the maximum amount won, this would be different.

4 One aspect of the invention would be to maintain a display of the winners for the winner's  
5 scores to create an excitement and to provide a target for other players. It would be possible to  
6 allow players to added to their cards in other embodiments and this would encourage competitive  
7 play. Also, the single card (one group of 100 plays) play or could split a pot with a multi card  
8 (more than one group of 100 plays added together) winner.

9 The primary problem with paying the person who had the maximum number of wins  
10 would be that it would be unfairly weighted to individuals who won a single large jackpot.

11 The payout could be a jackpot based on the number of cards and could included a portion  
12 of the game. It could be split over the top 10 winners which would give the possibility of being  
13 paid to a player who had consistent wins but never hit a jackpot.

14 In order to provide incentive for players to either play or to wait to use their cards, the top  
15 10 amounts could be displayed even though the names and ownership of the people holding those  
16 top 10 would not be displayed.

17 This would encourage people at the end of the month to play if no large jackpots (or if less  
18 than 10 large jackpots in the example) were spread between the top 10 winners.

19 This could also be done on a table game.

20 Because table games require that there be initial wagers in order to justify the costs of  
21 manning the table, if not being done on an internet type system where the number of plays the  
22 player makes is irrelevant, there should be a slot to receive cards at the table at which the player  
23 is playing.

1           The player would be able to put his card in at different times and the dealer would have  
2 to indicate when the player had won.

3           This particular type of system would only be easily be tracked on computerized type  
4 games such as internet card games or card games played against a computer dealt hand.  
5 Nevertheless this would allow the player to utilize his card and elect win to make his 100 plays  
6 while still allowing him to move from game to game.

7           Because this type of tracking would only track individual wins, it could track individual  
8 wins on any game where the dealer was able to give the player a win or lose designation on his  
9 card.

10          Also it would be important to have a display showing the number of plays the player has  
11 used up.

12          Another example can serve to show how the invention would be played.

13          In this example the player would log on the internet and would pay a certain amount, in  
14 this case \$50 for 100 hands at any number of games available on the table. While preferably it  
15 would involve card games, it could also involve dice games and any other game playable on the  
16 internet.

17          The player would then play his 100 hands shifting between games at will and potentially  
18 wagering with monies which could either be real or could be pretend monies to enhance the  
19 excitement. If the monies were pretend monies, then by winning a certain overall amount the  
20 number of total plays or the amount of a jackpot based on wins alone, could be increased so that  
21 the player could be awarded for unusually good play.

22          In such an example, if the player won 70 or more hands he could be paid \$10,000, if he  
23 won 65 - 69 hands he could be paid \$9,000, etc all the way down to \$0 payout. If the player won

1        70 hands and won 50% more than he started with, the \$10,000 would be increased to \$15,000.

2                In this way, a player could have the chance of winning a jackpot even though he played  
3 with a relatively low amount of money.

4                Obviously the same concept could apply to slot machines, although with a slot machine  
5 it would be preferred that the total number of dollars (credits) won would be used as opposed to  
6 the win / loss ratio although it could be done in either fashion.

7                One benefit to the player is that an internet casino could license several games which the  
8 player would like to play.

9                The player, for a single payment, gets to play a certain number of games, slot machines,  
10 etc. Because the payout is not tied to any single wage, the player can pay a very small amount  
11 for a large number of plays. A one cent wager with a normal statistical payout would make a  
12 little difference to a player and would be the equivalent of free play.

13                A one dollar wage allowing 100 plays with a payout of \$5,000 would make a great deal  
14 more sense. In the case above, 10,000 points (1 point equals 1 cent for example) could be  
15 accumulated during play. Play could even be terminated if all hope of a jackpot (payout) was  
16 eliminated by virtue of the odds provided.

17                Another version would provide if a user gets a blackjack within a certain number of hands  
18 or if a blackjack appears anywhere on the table within a certain number of hands, there is a  
19 jackpot. The key being that the game would count the number of hands that are dealt and / or the  
20 number of cards that are dealt. That could be another version of counting the number of points  
21 on the cards and / or the number of particular cards that are dealt. For example, a face cards or  
22 king in order to determine whether or not the wager is paid.

23                Because many varying and different embodiments may be made within the scope of the

1        inventive concept herein taught and because many modifications may be made in the  
2        embodiment(s) herein detailed in accordance with the descriptive requirements of the law, it is  
3        to be understood that the details herein are to be interpreted as illustrative and not in a limiting  
4        sense.